

What is claimed is:

1. A method for conducting one or more tournaments, comprising:

identifying players requesting to join one of the tournaments, wherein each tournament includes a plurality of instances of a game for playing by each of the players identified, wherein for each of the players, at least one of the following (a) and (b) must be satisfied for the player to complete one of the tournaments:

(a) a predetermined number of instances of the game must be played by the player;

(b) a predetermined amount of time must elapse between the commencement of the tournament and the termination of the tournament;

for each tournament, the following steps are performed:

(A1) selecting the identified players to be included in the tournament;

(A2) grouping the players into groups, wherein for each group, the players therein compete against one another in playing instances of the game;

(A3) determining one or more winning players for each group;

85

(A4) establishing a modified version of the game by changing a rule of the game while retaining another rule for the game;

(A5) combining the winning players from different groups into one or more new groups for competing against one another in playing instances of the modified version of the game.

2. A method as claimed in Claim 1, wherein at least some of the steps of Claim 1 are performed by transmitting communications on a communications network, wherein each player communicates with a game playing node on the communications network by using a network node spaced apart from each of the other players.

3. A method as claimed in Claim 2, wherein said communications network includes a portion of one of an Internet network, a cable television network, an interactive television network, and an intranet.